

LAWs of CHESS.

I. **A** Piece, if touched, must be played; and, if quitted, must not be recalled.

II. A false Move, if not taken notice of by the Adversary before his next Move, must not be recalled.

III. If Notice be not given of a *Check*, you may let it stand till you have Notice.

IV. A Pawn, at the first Move, cannot pass *Prise*, (that is, cannot leap over a Square commanded by an adverse Pawn) unless permitted. It is at the Adversary's Option to take, or not take it.

V. The King cannot castle, if the Rook or King has moved; or if the King is in *Check*, or passes over a Square commanded by any Piece.

I A piece, if touched, must be played; and, if quitted, must not be recalled.

II A false move, if not taken notice of by the adversary before his next move, must not be recalled.

III If notice be not given of a check, you may let it stand till you have notice.

IV A pawn, at the first move, cannot pass prise, (that is, cannot leap over a square commanded by an adverse pawn) unless permitted. It is at the adversary's option to take, or not to take it.

V The king cannot castle, if the rook or king has moved; or if the king is in check, or passes over a square commanded by any piece.